THE FIRST ROLE-PLAY ADVENTURE GAME COMIC!

Legend maker™

THE SECOND QUEST

SWAMP OF THE SNAKEMEN

A COMPLETE ROLE-PLAY QUEST IN WHICH YOU TAKE PART

LEGENDMAKER - THE SECOND QUEST £1

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Legend maker™

A new concept in comics

Take on the role of a mighty warrior, a powerful wizard, or a brave elven princess, and enter the fantastic world of LEGENDMAKER. Here you can take part in exciting and dangerous adventures. Adventures in which you will be making the choices that decide if you succeed or fail in your quest!

IMPORTANT

LEGENDMAKER cannot be read like an ordinary comic. The stories are made up using a series of numbered panels. Each panel tells part of the story before asking what you want to do next. Choose your course of action, and then go to the relevant numbered panel. **WITHOUT READING ANY OTHERS.**

How to play LEGENDMAKER

1. Choose which of the three characters you would like to be. Each has various strengths and weaknesses that will become apparent as you go through the adventure.

2. Read the story background, which will give you clues that may help you later.

3. Go to panel 1 of the story and start your own adventure!

4. This adventure has three dangerous levels for you to explore. You will move backwards and forwards through the pages of this comic as you make your way through all three levels.

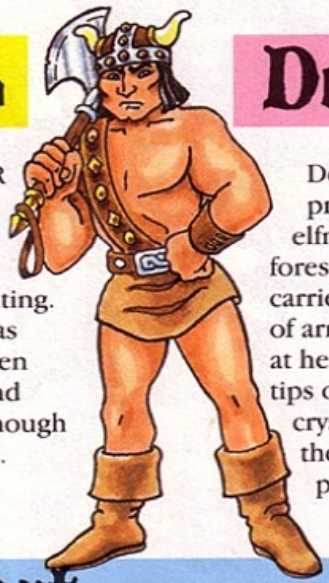
5. Throughout this adventure, as well as discovering magic objects and confronting all sorts of dangerous creatures, you will come across numbers of gold coins. There are 280 gold coins to collect in this adventure. Keep count of the number of coins you have collected. If you survive the quest, the amount you have in your purse will determine how well you have done.

6. Remember you decide how this adventure turns out. There are many different ways in which it can end. (Most of them very grisly!) So, if you fail at first - just try again!

Now choose which of the three characters you wish to be, then you are ready to enter the exciting world of LEGENDMAKER.

Flambar - The Wizard

Flambar travels the world of LEGENDMAKER looking for spells and magic objects that will increase his knowledge of the magical arts. Flambar is not strong, but he is very wise and can read rune writing. He has no weapon, but he has his magic staff which can open locks, and, on his command give off a light that is bright enough to light the darkest dungeons.



Dorwen - The Elfmaid

Dorwen is a shield maiden, an elven princess who, finding the life of a young elfmaid dull and boring, has left her leafy forest home in search of adventure. She carries a short bow and a quiver of arrows, as well as a dagger at her belt. Her knife and the tips of her arrows are made of crystal as, like all faeriekind, the touch of iron would prove fatal to her.

Gart - The Warrior

Gart is a barbarian from the northern wastes. He has left his icy homeland to seek his fortune in the warmer southern lands. Gart is immensely strong. He can wield his great battle axe, or any other weapon he discovers, with devastating force. He is however, a barbarian so he cannot read or use magic.

THE STORY SO FAR...

You have survived your battle with Gorblad, the evil Orcmaster, and have escaped from his castle in a small boat. It is very peaceful cruising down the great river watching the countryside drift slowly past. Exhausted from your recent adventure, you soon fall asleep.

Now read on.....

When you awaken you find that the country around you has changed dramatically. No longer is the river flowing strongly between two grassy banks, now it is sluggish and dark masses of mangrove trees crowd the water around you. Occasionally you see small islands among the trees on which huge alligators are lazily sunning themselves. Some of them slide menacingly into the water as you drift past. Suddenly a strange figure appears poling a log raft through the trees. You call out to him, asking where you are and who he is.

"I am the Rafter," he replies, "and this is the great swamp of Ssett, the evil serpent, god of the snakemen. Tarry not here stranger if you wish to stay alive!"

Now turn the page and begin your adventure.

PLEASE NOTE:

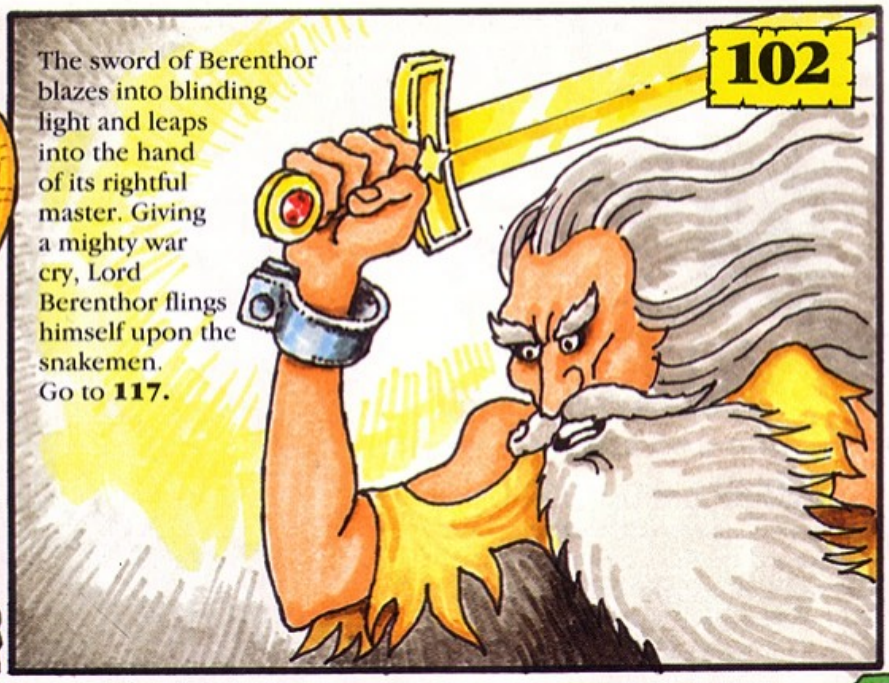
If you have played the first LEGENDMAKER quest, 'The Castle of the Orcmaster', you will already have some gold coins in your purse, and you may be carrying a magic sword. Any other spells or magic items you found in the castle will not work outside its walls.

101

The three snakemen approach the throne. Behind them a dozen more appear coming down the stairs. In the centre of the group is one more richly dressed than the others.
It is the king of the snakemen!
Go to **115**.

102

The sword of Berenthor blazes into blinding light and leaps into the hand of its rightful master. Giving a mighty war cry, Lord Berenthor flings himself upon the snakemen.
Go to **117.**



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1

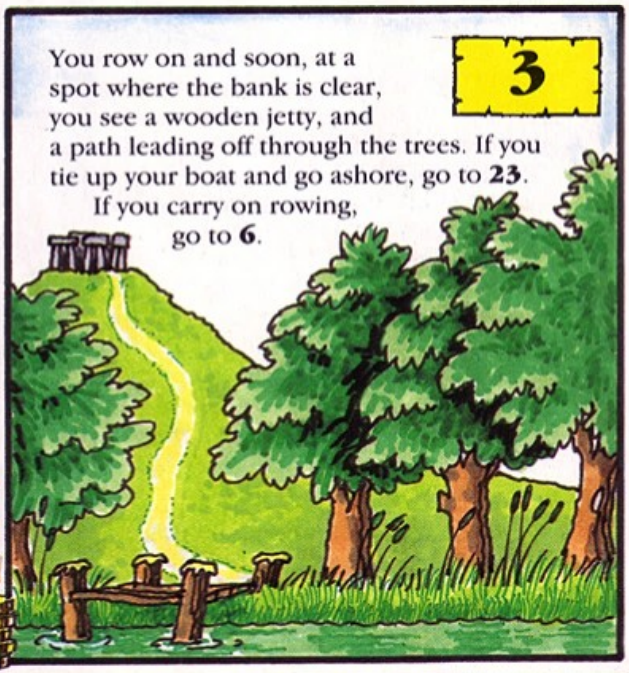
If you wish the Rafter good day and, laughing at danger, row off into the swamp, go to **41**.
If you ask him what *he* is doing here if it is so dangerous, go to **7**.

2

You soon vanquish the three snakemen. In the bottom of their boat you find a bag containing twenty gold coins.
Now go to **16**.

3

You row on and soon, at a spot where the bank is clear, you see a wooden jetty, and a path leading off through the trees. If you tie up your boat and go ashore, go to **23**.
If you carry on rowing, go to **6**.



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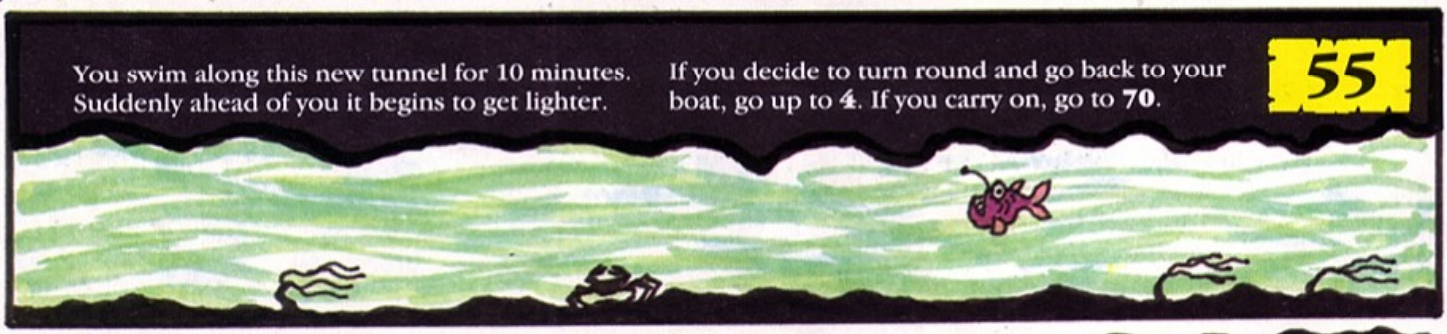
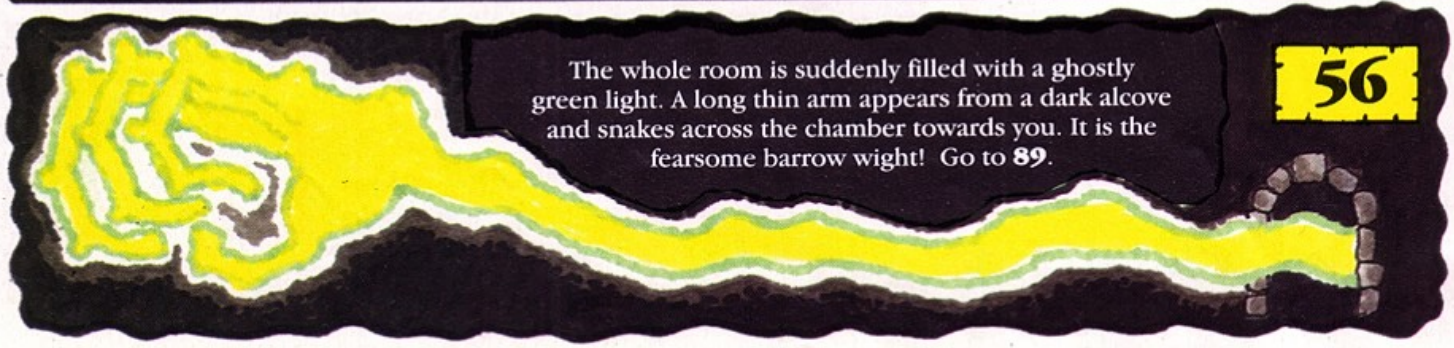
55

You swim along this new tunnel for 10 minutes. Suddenly ahead of you it begins to get lighter.
If you decide to turn round and go back to your boat, go up to **4**. If you carry on, go to **70**.



56

The whole room is suddenly filled with a ghostly green light. A long thin arm appears from a dark alcove and snakes across the chamber towards you. It is the fearsome barrow wight! Go to **89**.



103

If you have the sword of Berenthor, go to **121**.
If you do not, go to **136**.

104

If you decide to attack the snakemen and capture the crown, go to **146**.
If you stay hidden to see what happens, go to **135**.

105

Suddenly, with a crash of cascading water, Ssett, the great serpent, rises from the pool in the middle of the cave to claim his victim!

Go to **148**.

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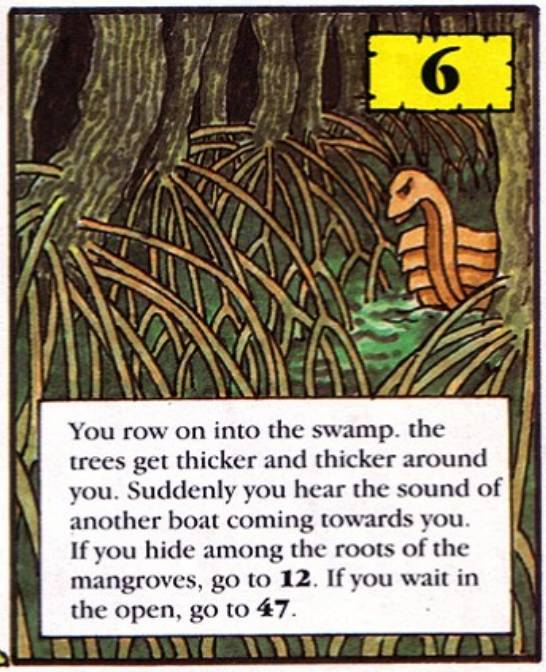
4

You row on through the swamp eventually coming to a cave entrance rising out of the water. On a rock in the cave mouth sits a giant toad. Go to **22**.

5

Ymir can only help you on water. The giant crab rushes at you waving its claws.

6



You row on into the swamp. the trees get thicker and thicker around you. Suddenly you hear the sound of another boat coming towards you. If you hide among the roots of the mangroves, go to **12**. If you wait in the open, go to **47**.

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57

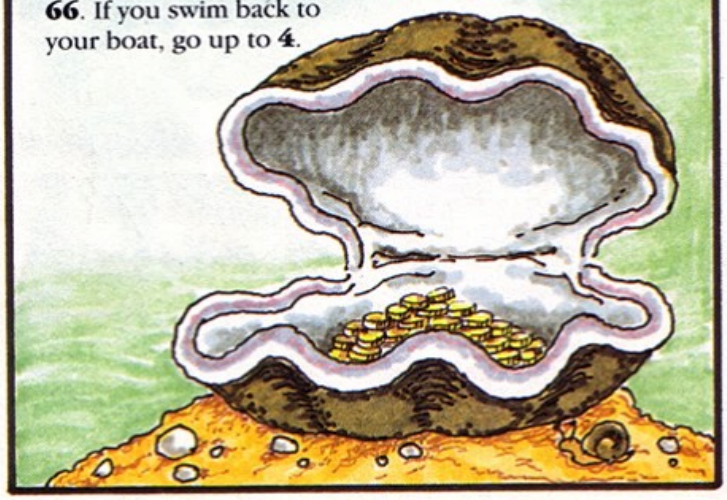
If you have the magic potion swallow it quickly before you drown, and go to **63**. If you do not have the potion you have met a watery end in the Swamp of the Snakemen!

58

If you choose the ring on the middle tomb, go to **69**. If you take the one on the left, go to **81**. If you choose the one on the right, go to **56**.

59

As you approach, the shell opens revealing a mound of gold coins inside! If you decide to get the coins, go to **67**. If you leave them and swim on, go to **66**. If you swim back to your boat, go up to **4**.



106

You discover a stone archway set into the bank. Inside, steps go down into the darkness below. If you go down the steps, go down to **65** in the lower level. If you do not, go to **139**.

107

As you rush towards them, you are dismayed to see a dozen more snakemen appear coming down the stairs behind them! It is too late to do anything but charge into them, although there are too many for you to fight.

108

Nimbly dodging the kings clumsy sword strokes, you dash from the cavern without the crown. Go to **114**.

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7

He tells you he is the last survivor of the race of Atlantis, a city that sank beneath the sea many years ago, and he is searching for the lost crown of that once great kingdom. If you wish him good luck in his quest and leave, go to **41**. If you ask him about the crown, go to **13**.

8

When you call upon him, the frost giant YMIR appears and, breathing his freezing breath on the snakemen, he turns them to ice! In the bottom of their boat you find a bag containing twenty gold coins. Now go to **16**.

9

You walk along a tunnel carved out of the rock. After a while you come to the entrance to a large cavern. Go up to **124**.

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60

You swim along this new tunnel for 10 minutes before coming to a giant clam. If you check it out go to **59**. If you go back to your boat, go to **4**. If you carry on swimming along the tunnel, go to **95**.

61

FLAMBAR go to **78**.
Others go to **64**.

62

Inside the cave is a wooden chest containing 50 gold coins. Now you can carry on along the tunnel, go to **70**. or you can decide to go back to your boat, go to **72**.

109

As soon as you grab the crown, there is a mighty rumbling noise from above. The volcano is erupting! Go to **127**.

110

The circle of great stones surrounds a grassy mound on which stands a single, smaller, stone. If you check out this stone, go to **116**. If you look around the circle first, go to **120**.

111

Soon two guards appear from the dungeons below, dragging an old man between them. Go to **119**.

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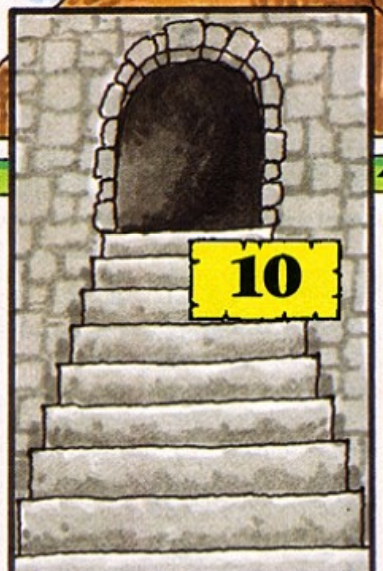
10



"Now it is time to escape from this evil place," he cries, "come with me!" He dashes from the dungeon and straight up the stairs. Quickly you follow him. Go up to **142**.

11

A great, scaly, head rises from the swamp. It is the serpent Ssett! Towering over you he fixes you with his burning red eyes, opening his mouth he reveals his gigantic, poisonous fangs. Go to **19**.

12

From your hiding place, you see a boat with three snake soldiers in it. If you rush out and attack them go to **24**. If you stay hidden until they pass go to **29**.

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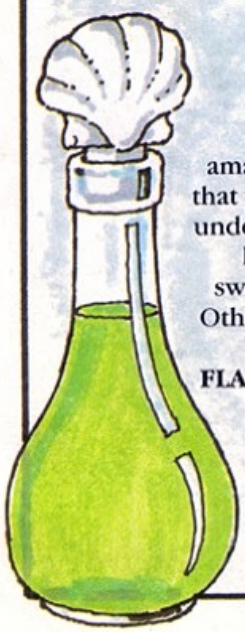
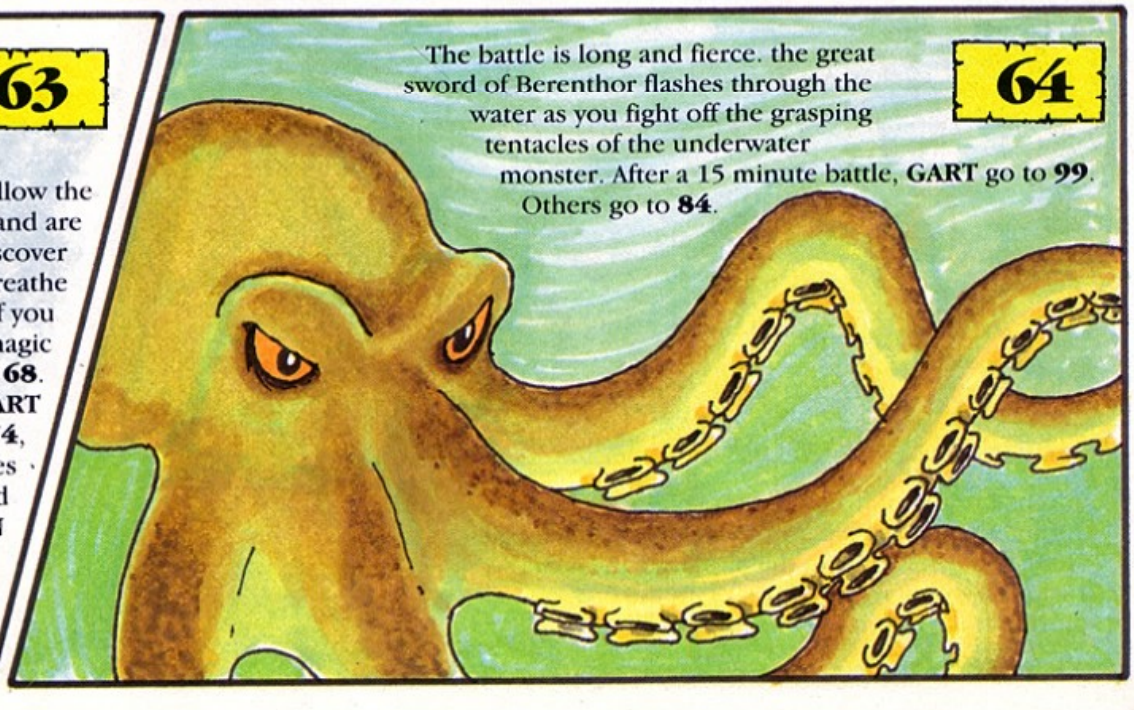
63



You swallow the potion and are amazed to discover that you can breathe under water! If you have the magic sword, go to **68**. Otherwise, **GART** goes to **74**, **FLAMBAR** goes to **77** and **DORWEN** goes to **82**.

64

The battle is long and fierce. the great sword of Berenthor flashes through the water as you fight off the grasping tentacles of the underwater monster. After a 15 minute battle, **GART** go to **99**. Others go to **84**.



112

The snake soldiers are looking straight at you but they do not see you! The ring of power has made you invisible! You follow the snakemen through the great door and into their stronghold. Go to **140.**

113

"Your sword is lost, and you are both finished!" cackles the snake king. Suddenly, with a crashing cascade of water, Ssett, the great serpent rises from the pool in the middle of the cavern to claim his victims!

114

You dash through the corridors of the snake-mens stronghold and out into the daylight. Rushing down the path to the jetty, you untie the boat there and row quickly away from the Swamp of the Snakemen.

THE END

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13

"The crown was stolen by the snakemen who live inside the great volcano in the middle of this swamp," he tells you. "Soon after it was taken, a great earthquake sent Atlantis to the bottom of the sea. The crown allows the wearer to live, and breathe underwater. When I have regained it I will return to Atlantis and, using the treasure still hidden there, I will restore the city to its former greatness." Go to **20.**

14

You are no match for three heavily armed snake soldiers.

15

"We'll be well rewarded for bringing another sacrifice to Ssett," says their leader as he pushes open the great doors. If you have any gold, you can try to bribe them into setting you free. Go to **21.**
If you have no gold, go to **38.**

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65

At the bottom of the steps you enter a circular chamber. Around the wall are the tombs of kings of long ago. On a table in the middle of the room stands a wooden box. If you open the box, go to **75**. If you look around the chamber, go to **79**.

66

If you have the magic potion swallow it quickly before you drown, and go to **63**. If you do not have the potion you have met a watery end in the Swamp of the Snakemen!

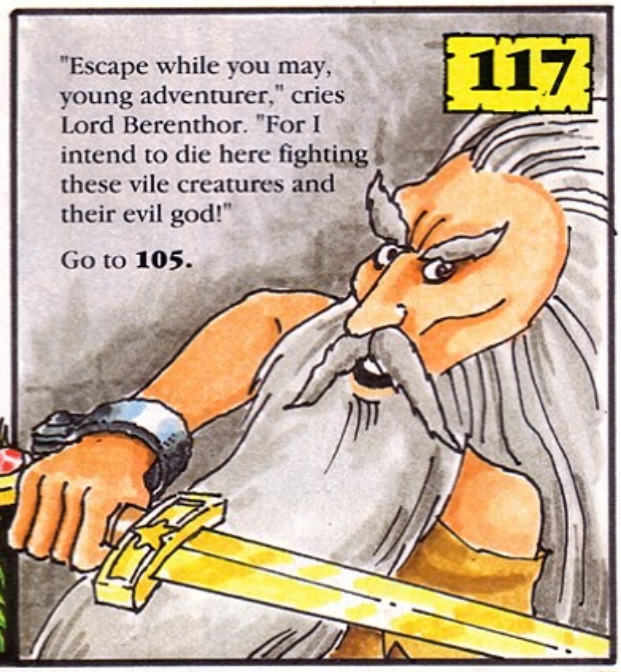
115

"Bring me the crown of Atlantis!" He cries. "It is time for the sacrifice. Bring the prisoner from the dungeon!" Go to **111**.

116

The stone is inscribed with elvish script. **DORWEN** go to **118**. Others go to **120**.

117



"Escape while you may, young adventurer," cries Lord Berenthor. "For I intend to die here fighting these vile creatures and their evil god!"

Go to **105.**

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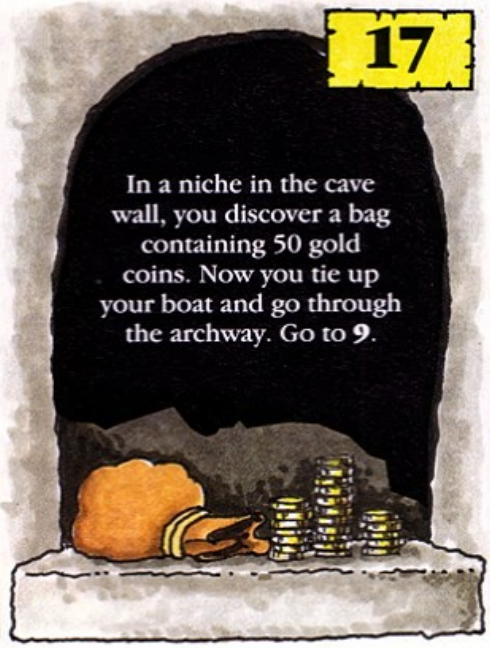
16

You row on into the thickening swamp. There is an eerie silence all around you. Suddenly the water in front of you begins to bubble and churn! Go to **11**.

17



In a niche in the cave wall, you discover a bag containing 50 gold coins. Now you tie up your boat and go through the archway. Go to **9**.

18

The snakemen row back to the jetty. They lead you at swordpoint up the path to the great, oaken doored, entrance to their fortress inside the volcano.

Go to **15**.

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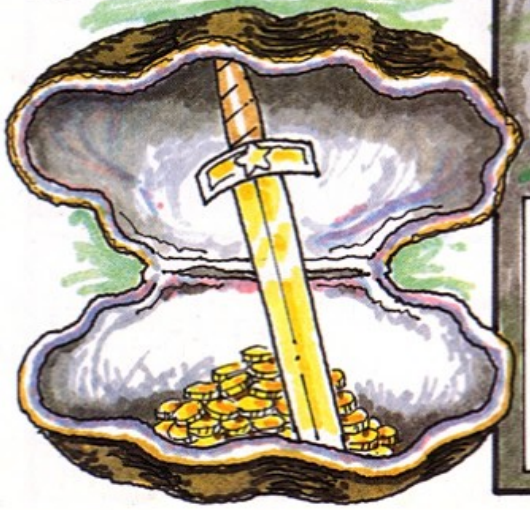
67

If you have the sword of Berenthor, you can use it to prop the shell open, go to **83**. Otherwise you just reach in and take the coins, go to **73**.



68

Ssett is dismayed by this strange creature that can breathe under water and wields a mighty sword. Hissing in frustration he slinks away into the dark entrance of an underwater cavern. If you follow, go to **85**. If you surface and get back into your boat, go up to **4**.

69

You place the ring on your finger and go back up the steps to the stone circle, go to **139** on the upper level.

You swim on for some time before you surface in an an undergound cave! Go up to **124**.

70

Beneath such stones lie ancient kings, under barrows in stone rings, in a world that has no light, guarded by a deadly wight

118

If you look around the mound, go to **106**.
If you go and look around the stone circle, go to **120**.

119

"It is time for the sacrifice," says the king. "Have you any last words before you are given to Ssett, the great serpent, Lord Berenthor?" Go to **133**.

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19

If **FLAMBAR** has the magic spell and has not yet used it he can go to **27**.
Otherwise he and the others must go to **34**.

Now you can wish him farewell and set off into the swamp, go to **41**.
Or, if the mention of treasure has sparked your adventurers spirit, you can ask him where Atlantis is by going to **25**.

20

"Why bother to keep me prisoner," you ask, "when I can reward you now for letting me go?" The snakemen consider your offer, then their leader speaks, "We'll let you go if you give us 20 gold coins each." If you have 60 gold coins in your purse, go to **26**. If you do not, go to **33**.

21

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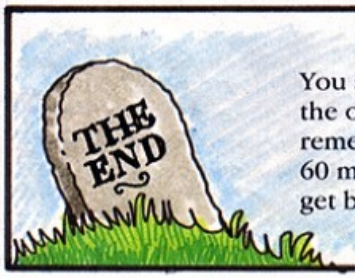
Finally you manage to get the sword free. Now you can swim on up the tunnel, go to **95**. Or you can swim back to your boat, go to **80**.

71



You swam for 25 minutes, and fought the octopus for 15 minutes. Too late you remember that the potion only lasts for 60 minutes. 5 minutes before you can get back to the surface it runs out!

72

120

You check all around the stone circle.

FLAMBAR discovers a message in runes that he can read by going to **132**. Others go to **139**.

121

You step from behind the throne (If you are wearing the ring of power, take it off and put it in your pocket first). The snakemen gasp in astonishment at your sudden appearance amongst them. Go to **151**.

122

The snake kings sword comes whistling down in a great arc.

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22

The toad lazily opens its eyes as you approach. "This cave is a secret entrance that can lead you safely to the heart of the snakemens' stronghold," it croaks, "but if you would pass by me, you first must pass my test." Go to **28**.

23

You walk along the jetty and onto dry land. Before you a path leads to a stone circle on top of a hill at the foot of the volcano. If you set off up the hill, go to **30**. If you go back to your boat, go to **6**.

24

If you are **GART**, or if you have the magic sword, go to **2**.

Alternatively, if he has the magic spell, **FLAMBAR** can go to **8**.

Otherwise you must go to **14**.

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73

You grab the coins, but before you can withdraw your hand, the shell closes. You are trapped!

Go to **87**.

74

Even the mighty axe of GART is no defence against the poisonous fangs of the great serpent!

75

Inside are 30 gold coins and a message in the elf script.

DORWEN go to **86**. Others go to **79**.

123

There are to many of them, even for GART.

124

The cave is hung with tapestries, and torches burn around the walls. There are two stairways, one going up, the other going down. If you go upstairs, go to **130**. If you go downstairs, go down to **35**. If you look around the cave, go to **137**.

125

If you are a prisoner with Lord Berenthor, go to **145**.

If you are watching from behind the throne, go to **103**.

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25

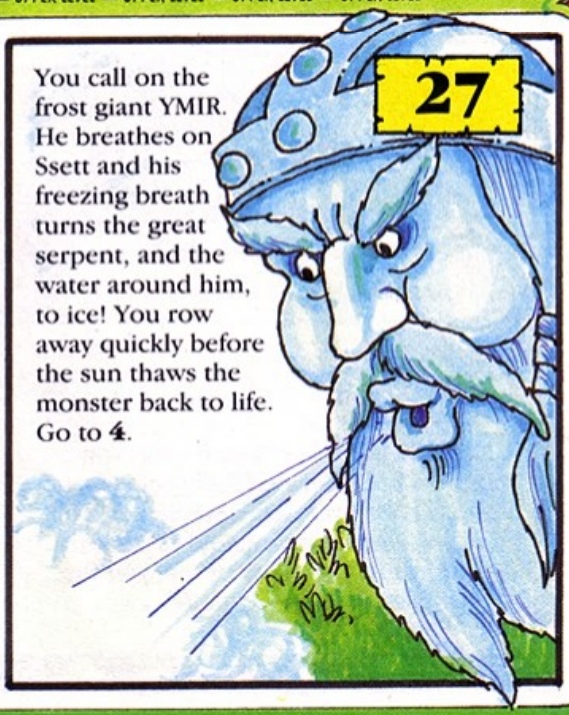
"Atlantis lies beneath the waves half way between the town of Seaport, on the other side of this swamp, and the great city of Samardan on the coast of the hotlands. Nothing of Atlantis can be seen above the waves but the tip of the great mountain, at the foot of which the city was built." Now you ask about the treasure, go to **31**.

26

You give the guards their money and they let you go. You hurry back to the jetty and untying your boat, you row off into the swamp. Go to **16**.

27

You call on the frost giant YMIR. He breathes on Ssett and his freezing breath turns the great serpent, and the water around him, to ice! You row away quickly before the sun thaws the monster back to life. Go to **4**.



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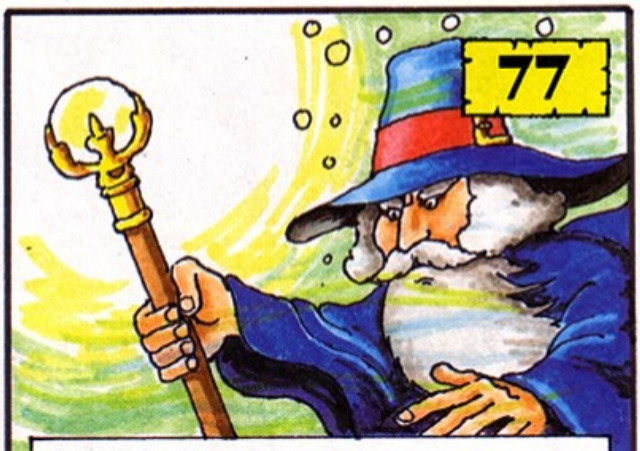
76

If you enter the monsters cave, go to **62**.

If you carry on along the tunnel, go to **70**.

If you decide to go back to your boat, go to **72**.

77



After battling for 15 minutes you bring your magic staff into action. Ssett slips away from the blinding light into a dark, underwater cavern. If you follow, go to **85**. If you surface and get back into your boat, go up to **4**.

78

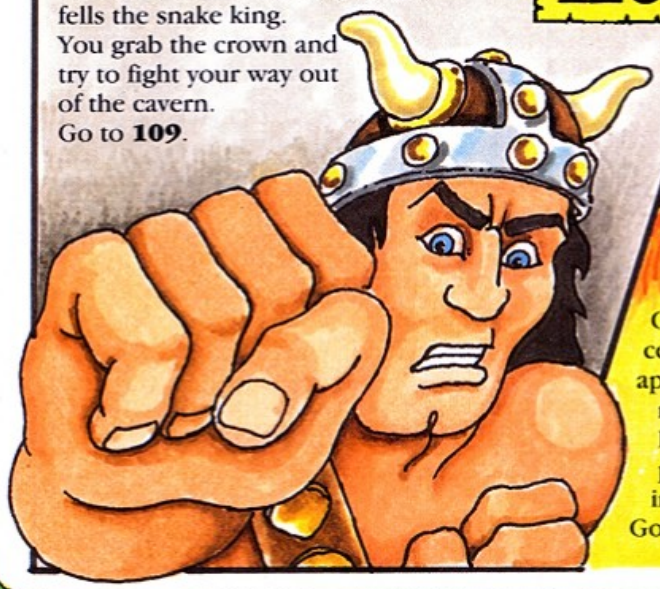
You can use your magic staff, go to **88**.

Or if you have the spell, and have not yet used it, you can call on YMIR and go to **92**.

Alternatively, if you have the magic sword, you can go to **64**.

126

One blow from your mighty fist fells the snake king. You grab the crown and try to fight your way out of the cavern. Go to **109**.



127

Great rocks begin to fall from the ceiling, and cracks spurting flames appear in the floor! If you try to make it to the exit, go to **129**. If you have the crown you can put it on and leap into the pool in the middle of the cavern. Go to **100**.

128

The snakemen run screaming from the sword of Berenthor and you chase after them. Go to **134**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

28

Today I have eaten 17 insects. I ate 5 more this morning than I did this afternoon. How many insects have I eaten this afternoon?

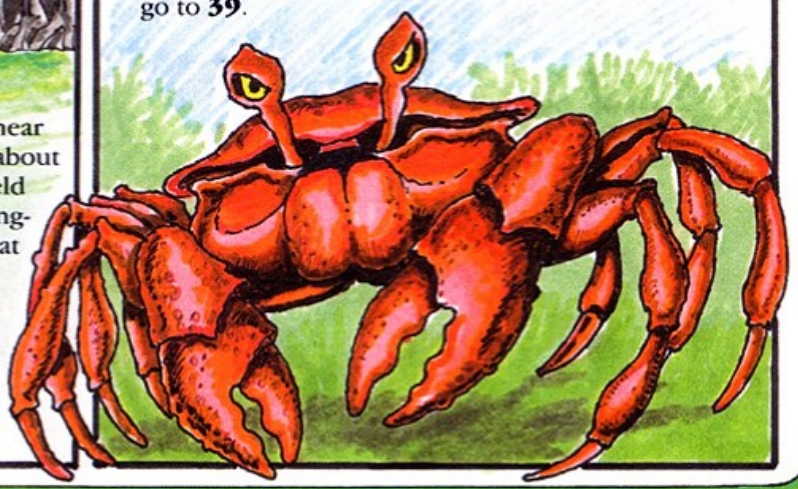
If you say 12 go to **43**.
If you say 6, go to **36**.

29

As they row past, you hear the snakemen talking about the great feast to be held that night in their stronghold. They mention that their king will be wearing the crown of Atlantis and that a prisoner will be sacrificed to Ssett. Go to **16**.

30

Suddenly there is a rustling in the undergrowth and a giant crab appears and blocks the path before you. You can run back to your boat and escape by going to **6**. Or you can face the monster and go to **39**.



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79

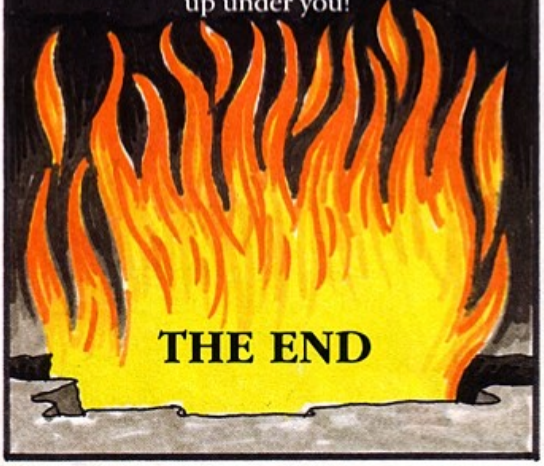
Before you are the tombs of three great kings. on each rests a thick, gold ring. Above the tombs is an inscription in runic letters.

FLAMBAR go to **91**.

Others go to **97**.

129

A sudden fall of rocks blocks the exit. Then the floor opens up under you!



THE END

130

You are halfway up the stairs when you hear voices. A group of snakemen are coming down the stairs towards you!

If you dash back down the stairs and hide behind the throne, go to **101**.

If you rush down the other stairs, go down to **35**.

131

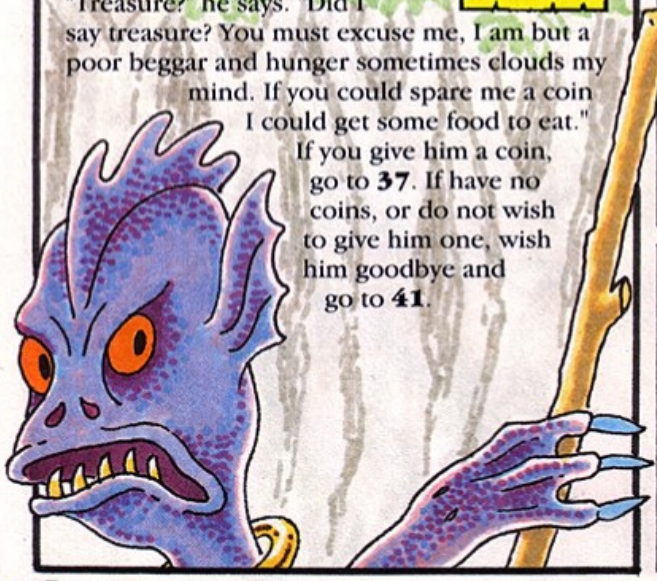
"Help! guards!" cries the king, lashing out at you with his sword. **GART** go to **126**. **DORWEN** go to **108**. **FLAMBAR** go to **122**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

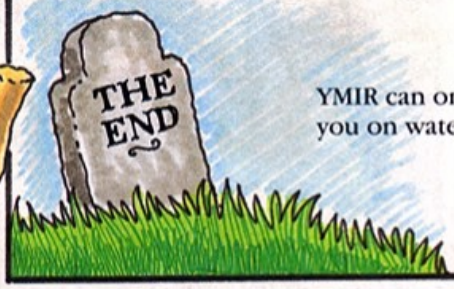
31

He looks at you suspiciously. "Treasure?" he says. "Did I say treasure? You must excuse me, I am but a poor beggar and hunger sometimes clouds my mind. If you could spare me a coin I could get some food to eat."

If you give him a coin, go to **37**. If have no coins, or do not wish to give him one, wish him goodbye and go to **41**.



32



YMIR can only help you on water.

33

"Well we'll just take what gold you do have anyway," they say, taking your purse. "You won't be needing gold when you've been eaten by Ssett!" Go to **38**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

80

You should have kept track of how long you have been underwater. The magic potion lasts for one hour, and you don't have enough time left to make it back to your boat!

81

As soon as you touch the ring, a deep hollow voice booms out, echoing around the stone room.

WHO DARES TO ENTER DEAD KINGS ROOMS AND ROB THEM FROM THEIR VERY TOMBS?!

If you drop the ring and run up the stairs, go up to **139** on the upper level. If you keep the ring and make a run for it, go to **56**.

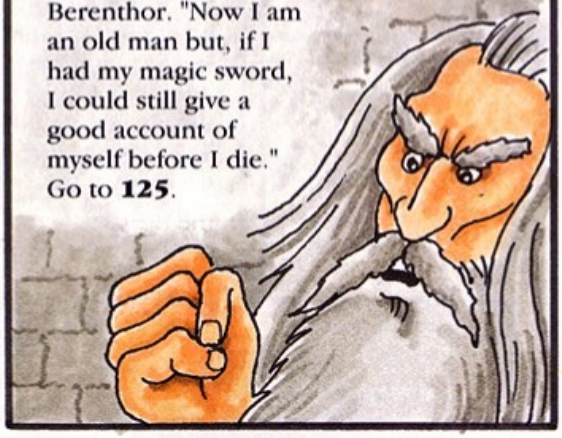
132

CIRCLE ROUND BARROW MOUND TOMB ENFOLD KINGS OF OLD BURIED HERE WITH THEIR GOLD.

If you decide to check around the grassy mound, go to **106**. If you continue to look around the circle of stones, go to **139**.

133

"Many years you have held me prisoner since I was brought here badly wounded by the orc warriors of Gorblad," says Lord Berenthor. "Now I am an old man but, if I had my magic sword, I could still give a good account of myself before I die." Go to **125**.



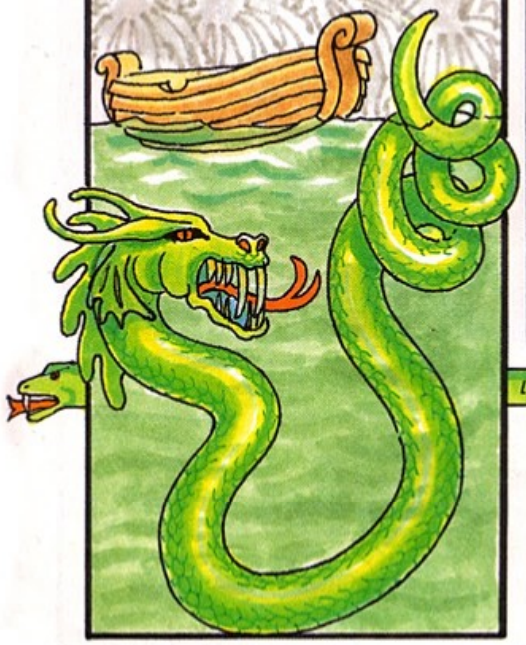
134

You follow them up the side of the volcano. Suddenly you see there are great oaken doors set into the side of the mountain. They are guarded by a company of snake soldiers. If you are wearing the ring of power, go to **112**. If not go to **123**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

34

If you have the magic sword, go to **42**. Otherwise Ssett takes you in his mighty coils and drags you down into the swamp. Go down to **57**.



35

You are in the dungeons! If you go back upstairs, go up to **147**. If you look in the cells, go to **44**.

36

"You answer well," croaks the toad. "Now you may enter the fortress of the snakemen." Go to **50**.

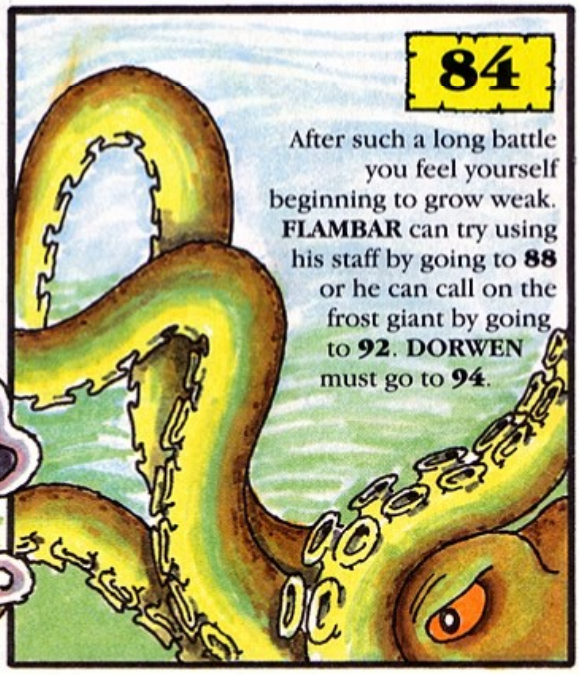
LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

83

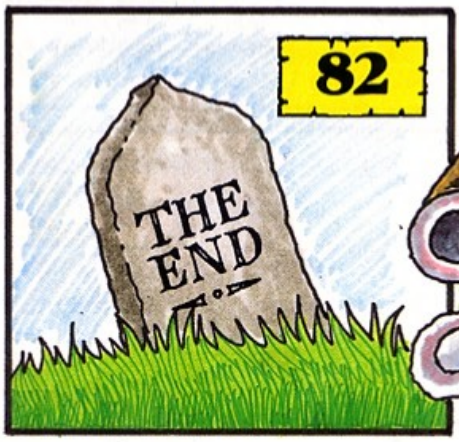
You reach into the shell and take the coins. There are 60 of them. Now go to **93**.

84

After such a long battle you feel yourself beginning to grow weak. **FLAMBAR** can try using his staff by going to **88** or he can call on the frost giant by going to **92**. **DORWEN** must go to **94**.



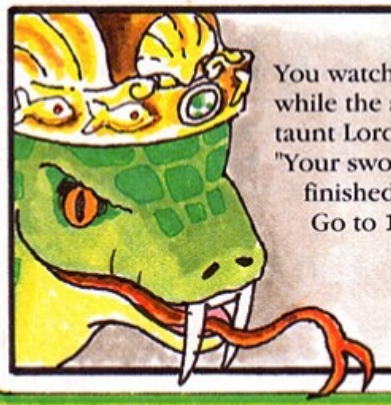
82



135

They finish their ceremony and set off back up the mountain. You decide to follow them. Go to **134**.

136



You watch helplessly while the snakemen taunt Lord Berenthor. "Your sword is lost, and you are finished!" cackles the snake king. Go to **105**.

137

Beside the throne you see a bag containing 50 gold coins which you put in your purse. Suddenly you hear the sound of voices coming down the stairs! If you hide behind the throne, go to **101**. If you dash down the other stairs, go down to **35**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

37

You give him a coin from your purse. "Thank you kind traveller," he says. "Take this magic potion, it will allow you to breathe under water for one hour. You thank him and row off into the swamp. Go to **41**.

38

They take you into their stronghold, along a corridor and into a large cavern. At the other end of the cave sits the king of the snakemen. Go to **150**.

39

If you have the sword of Berenthor, go to **45**. If you do not go to **52**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

85

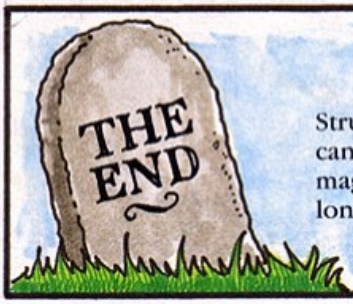
You swim into the underwater cave. There is no sign of Ssett. Before you are two tunnels. If you take the left tunnel, go to **90**. If you take the right tunnel, go to **96**. If you surface and go back to your boat go to **4**.

86

The ring of power of King Glendowr will let none see, though there you be

Now you can look around the chamber, go to **79**. Or you can go back up the steps to the stone circle, go to **139** on the upper level.

87



Struggle as you may, you cannot get free. In another 30 minutes the magic potion will wear off and you will no longer be able to breathe under water!

138

"Now Ssett will have two sacrifices!" the snake king shouts. "Lord Berenthor, do you have any last words before you are eaten by the great serpent?"
Go to **133**.

139

Suddenly you hear the sound of distant chanting. Looking up, you see a procession of snakemen winding their way down the side of the volcano towards you. You hide behind one of the great stones to see what happens.
go to **143**

140

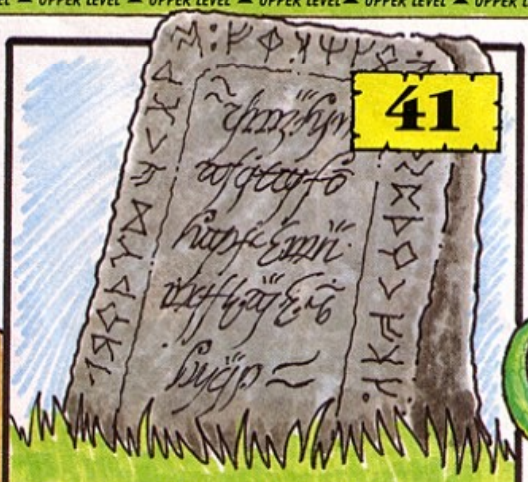
You follow the procession along a corridor and down some steps into a great underground cavern. On a throne at the other end of the cave sits the king of the snakemen!
Go to **115**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

40

Your staff blazes into light, the monstrous crab tucks its eyes back into its shell and scuttles away! You carry on up the hill. Go up to **110**.

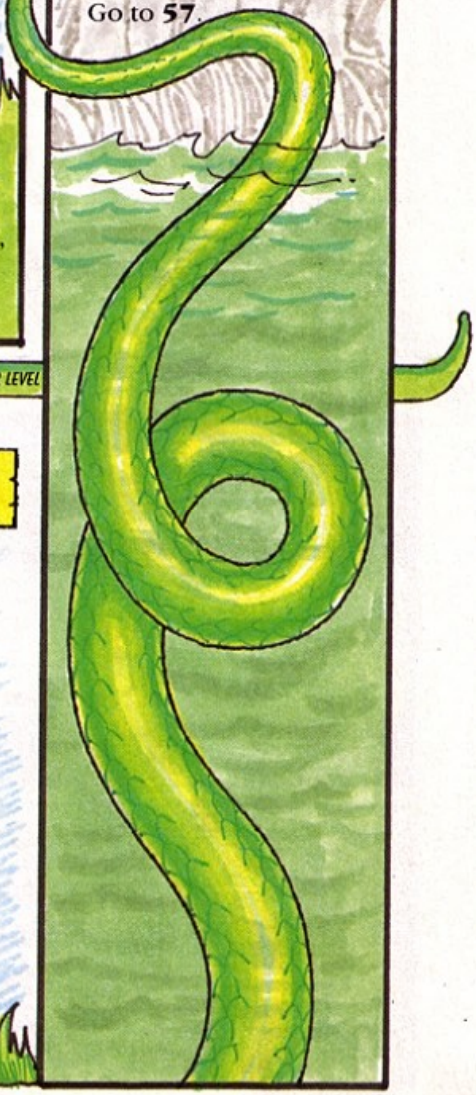
41



You row for sometime before coming to a stone obelisk. Carved on it are messages in both runes and the elf script. **FLAMBAR** go to **46**. **DORWEN**, go to **51**. **GART** cannot read the messages and must go to **3**.

42

Ssett backs hissing from the sword, but his great tail rises from the water and, wrapping his coils around you, he pulls you into the swamp.
Go to **57**.



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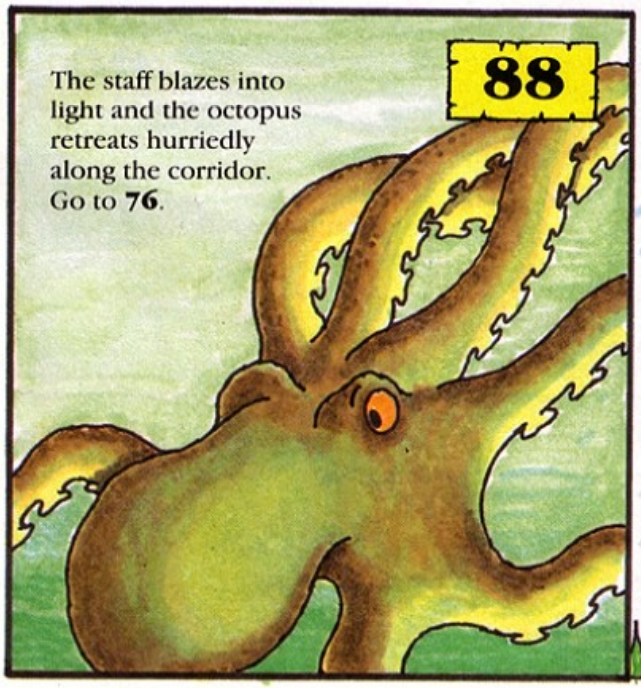
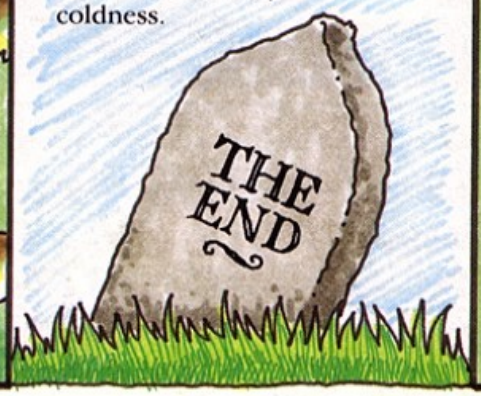
88

The staff blazes into light and the octopus retreats hurriedly along the corridor.
Go to **76**.



89

The hand reaches out and touches you. Immediately your whole body is filled with a deadly coldness.



141

Dodging through the crowded cavern you make your bid to escape. You can try to grab the crown of Atlantis from the head of the snake king as you pass, go to **131**. Otherwise go to **114**.

142

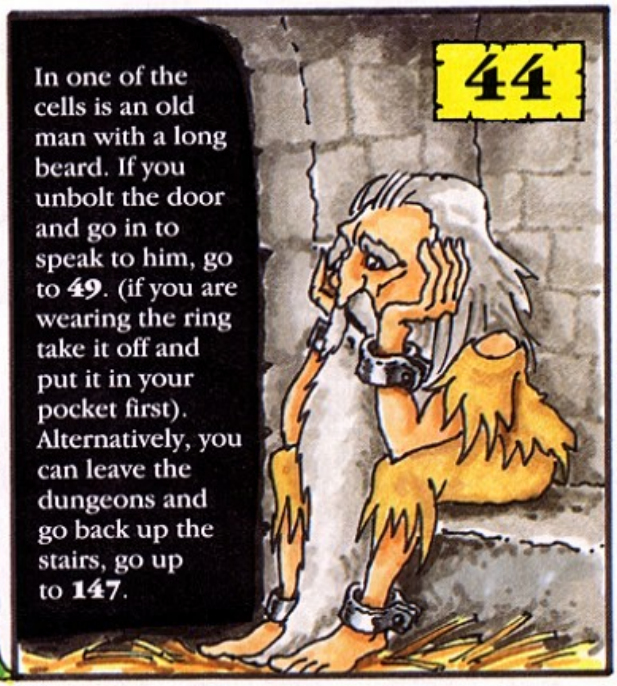
As soon as you reach the top of the stairs, you see that the cavern is now full of snakemen! You are both grabbed by snake soldiers who gag you and drag you before their king. Go to **138**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPE

43

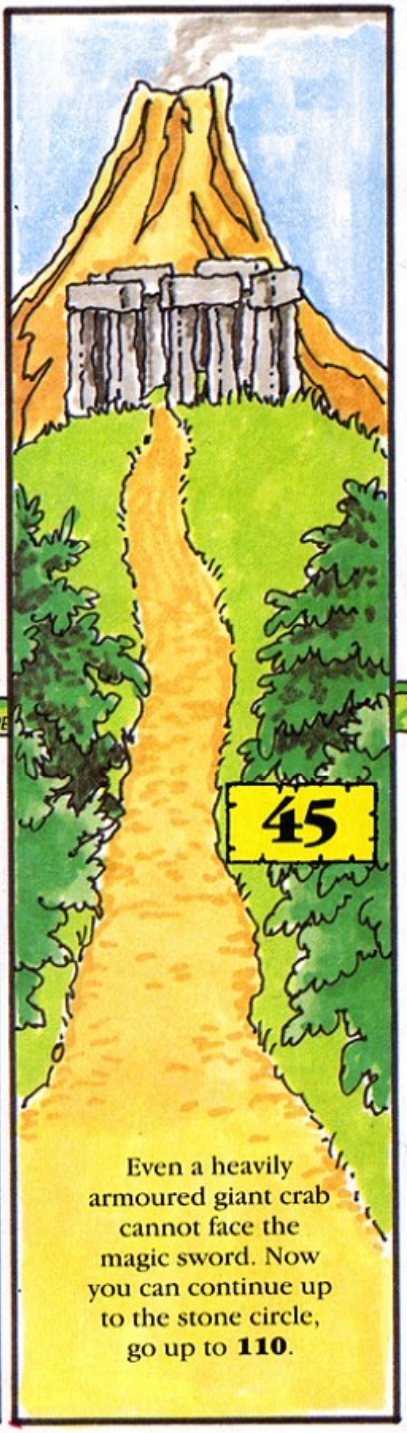
"You answer wrongly, my adventurous friend, and now you'll meet a sticky end!" The toads long and sticky tongue flicks out and it swallows you with one gulp!

44



In one of the cells is an old man with a long beard. If you unbolt the door and go in to speak to him, go to **49**. (if you are wearing the ring take it off and put it in your pocket first). Alternatively, you can leave the dungeons and go back up the stairs, go up to **147**.

45



Even a heavily armoured giant crab cannot face the magic sword. Now you can continue up to the stone circle, go up to **110**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

90

You swim along the tunnel for 20 minutes then it divides again. If you take the lower fork, go to **60**.

If you take the upper fork, go to **55**. If you decide to go back to your boat, go to **4**.

91

THREE KINGS OF OLD · THREE RINGS OF GOLD
CHOOSE YE RIGHT · OR FACE THE WIGHT

Go to **97**.

143

The snakemen enter the ring and form a circle around the mound.

Their leader climbs to the top and faces the volcano. Suddenly the chanting stops. Go to **149**.

144

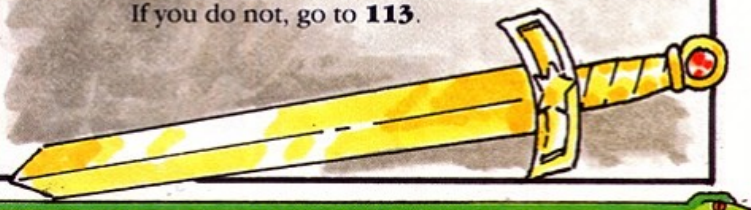
Invisible, you dodge among the figures crowding the cavern. If you try to grab the crown of Atlantis from the head of the snake king as you pass, go to **109**.

If you do not, go to **114**.

145

If you have the sword of Berenthor, go to **151**.

If you do not, go to **113**.



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46

CALL
BUT ON
THE FROST
GIANT YMIR,
AND ON WATER NEED
NO ENEMY FEAR.
USE WISELY FOR IN
MAGIK LAW USED
ONCE WILL WORK
NO MORE.

Go to **3**.

47

A boat containing three heavily armed snake soldiers appears through the trees. "What have we here?" cries their leader. "Grab him, lads! We'll take him back as our prisoner!" If you are **GART**, or if you have the magic sword, go to **2**. If you are **FLAMBAR** and you have the magic spell, you can go to **8**. Otherwise you are a prisoner of the snakemen! Go to **18**.

48

Even the axe of the mighty **GART** is no use against the armoured shell of the giant crab!

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

92

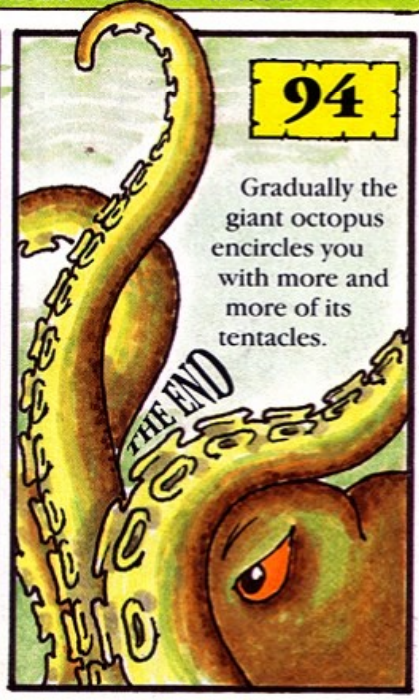
Even if you have not yet used this spell YMIR can only help you on water, not under water.

93

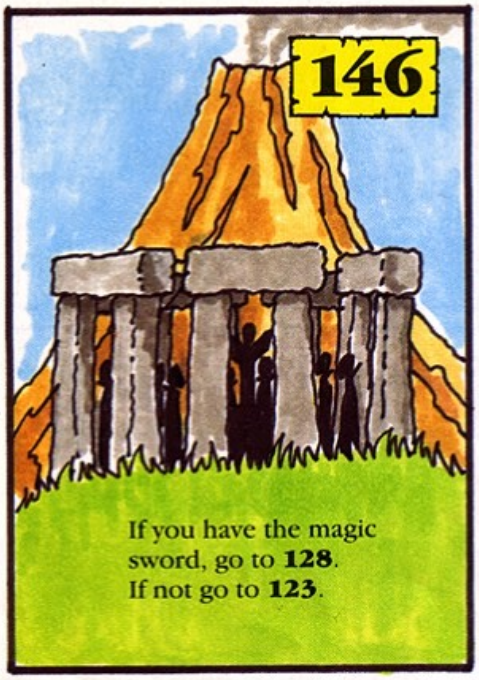
The sword is jammed tight and you cannot get it free. You can try for another 10 minutes if you like, go, to **71**. Alternatively you can leave the sword and swim on, go to **98**. Or you can swim back to your boat, go to **80**.

94

Gradually the giant octopus encircles you with more and more of its tentacles.



146



If you have the magic sword, go to **128**.
If not go to **123**.

147

You get to the top of the stairs just in time to see three snakemen enter the cave from the other stairway.
If you charge straight at them, go to **107**.
If you quickly hide behind the throne before they see you, go to **101**.

148

You decide to try and escape in the confusion. If you have the ring of power put it on and go to **144**.
If you do not have the ring, go to **141**.

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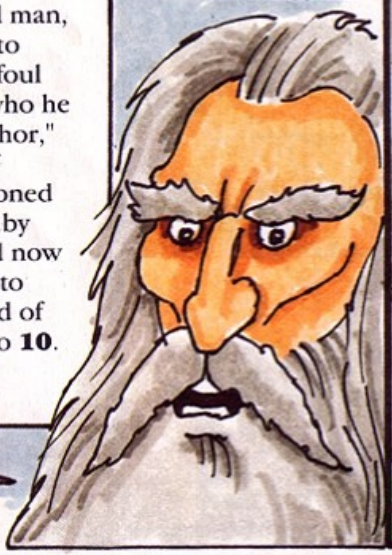
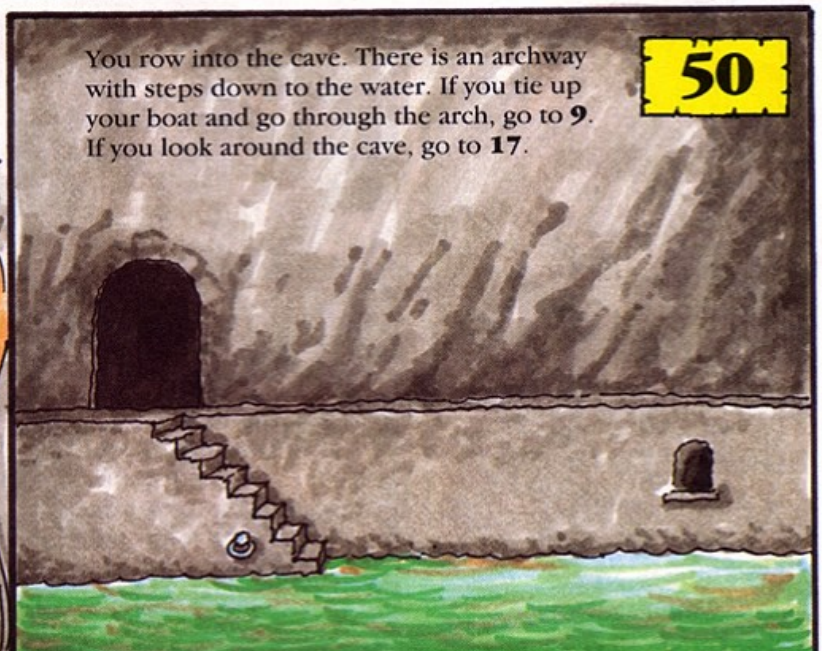
49

"At last," cries the old man, "someone has come to rescue me from this foul dungeon!" You ask who he is. "I am Lord Berenthor," he replies, "Prince of Bentor. I was imprisoned here many years ago by the evil Gorblad, and now I am to be sacrificed to Ssett, the serpent god of the snakemen!" Go to **10**.



50

You row into the cave. There is an archway with steps down to the water. If you tie up your boat and go through the arch, go to **9**.
If you look around the cave, go to **17**.



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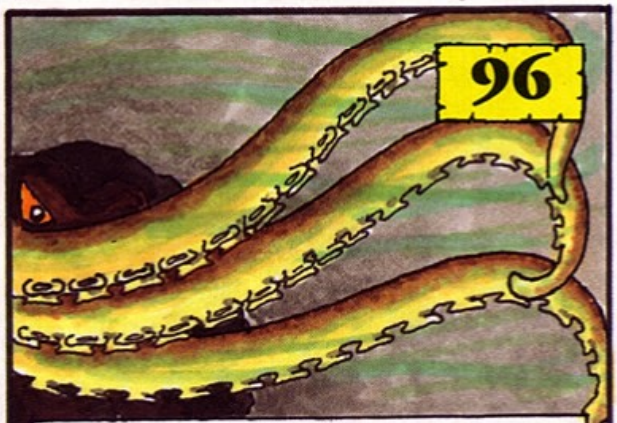
95

You swim on through the underwater tunnel for sometime, and then the magic potion wears off!

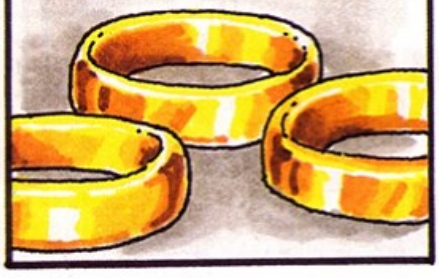
96



You swim along the tunnel for 25 minutes. then, as you pass the mouth of a dark alcove, great tentacles shoot out and wrap around you! You are in the grip of a monstrous octopus! Go to **61**.

97

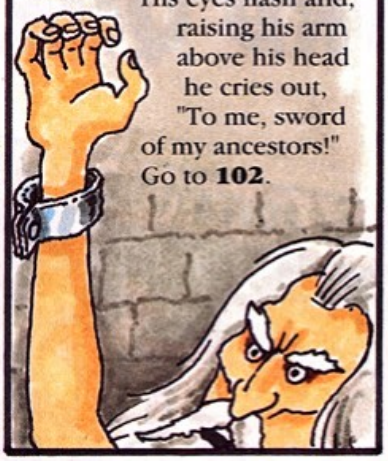
Now you can take one of the rings, go to **58**. Or you can go back up the steps to the stone circle above, go to **139** on the upper level.



149

"Oh! Salamon," cries the leader of the snakemen, "great fire mountain, home of Ssett and we, his faithful followers. Once more we bring to you the magic of the great city under the sea!" He raises his hands to the volcano, and you see he is holding the crown of Atlantis! Go to **104**.

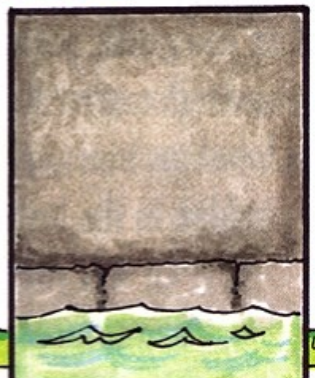
151



You tell Lord Berenthor that you have his sword. His eyes flash and, raising his arm above his head he cries out, "To me, sword of my ancestors!" Go to **102**.

150

"Aha!" Cries the snake king. "Another sacrifice to Ssett!" Go to **115**.



UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

51

Shun the water elven daughter
Go up to ring of stone
then down to ring of gold

Go to **3**.

53

Nimbly you avoid the clacking claws of the great monster and dodging between its many legs, you run off up the path to the stone circle. Go up to **110**.

52

DORWEN go to **53**.

GART go to **48**.

FLAMBAR go to **32**.

▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

98

You swim along the tunnel for some time, then the magic potion wears off! Just when you think you have breathed your last, you surface gasping for air, in an underground cave. Go up to **124**.

99

The octopus decides that you are not the easy prey it thought, and retreats hurriedly down the tunnel. go to **76**.

100

The crown allows you to breathe underwater. Swimming deep into the pool you discover a dark tunnel. You swim down the tunnel and soon emerge into the swamp.
Finding your boat you row quickly away from the erupting volcano that was the lair of the snakemen.

THE END

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